

CLAIMS

1. A method of luring a member of an animal species to an area in an environment, the method comprising an act of:

(A) playing back a pre-recorded sound that simulates an environmental contact sound made by the animal species in the environment.

2. The method of claim 1, wherein the act (A) includes acts of:
playing back the pre-recorded sound from a speaker positioned in the area; and

controlling the playing back of the pre-recorded sound from a controller that is housed separately and disposed remotely from the speaker.

3. The method of claim 2, wherein the act (A) includes an act of controlling the playing back of the pre-recorded sound from a hand-held controller.

4. The method of claim 1, wherein the pre-recorded sound played back in the act (A) is a first pre-recorded sound, and wherein the method further includes an act of:

(B) playing back, contemporaneously with the playing back of the first pre-recorded sound, a second pre-recorded sound that is recorded separately from the first pre-recorded sound and that simulates a second sound made by the animal species in the environment.

5. The method of claim 1, wherein the pre-recorded sound played back in the act (A) is a first pre-recorded sound, and wherein the method further includes an act of:

(B) playing back, contemporaneously with the playing back of the first pre-recorded sound, a second pre-recorded sound that is recorded separately from the first pre-recorded sound and that simulates one of a vocal sound made by the animal species and an animal-to-animal contact sound made by members of the animal species in the environment.

6. The method of claim 1, wherein the environmental contact sound simulates the sound of a step taken by a member of the animal species, and wherein the method further includes an act of repeating the act (A) to simulate a sound of a member of the animal species walking.

7. The method of claim 6, further including an act of varying a volume at which the non-vocal sound is played back between repetitions to simulate a sound of the member of the animal species walking in a particular direction.

8. The method of claim 1, wherein the act (A) includes acts of:
providing an audio-recording medium having a plurality of audio messages recorded thereon, each audio message representing an animal sound, at least one of the plurality of audio messages including the pre-recorded sound that simulates the environmental contact sound made by the animal species in the environment;
receiving input from a user that identifies the pre-recorded sound for play-back; and
producing, from the pre-recorded sound, an output sound that simulates the environmental contact sound made by the animal species in the environment.

9. The method of claim 8, further comprising acts of:
receiving a volume control signal; and
changing a volume of the output sound in accordance with the volume control signal.

10. The method of claim 8, wherein the pre-recorded sound played back in the act (A) is a first pre-recorded sound, and wherein the method further comprises acts of:

receiving additional input from a user that identifies a second pre-recorded sound for play-back;
combining at least a portion of the first pre-recorded sound with at least a portion of the second pre-recorded sound to produce a combined output sound.

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11. The method of claim 1, wherein the act (A) includes an act of playing back a pre-recorded sound recorded from sounds actually made by the animal species.

12. The method of claim 1, wherein the act (A) includes an act of playing back a pre-recorded sound recorded from man-made sounds.

13. An apparatus for luring a member of an animal species to an area in an environment, the apparatus comprising:

a recording medium storing a pre-recorded sound that simulates a non-vocal sound made by the animal species in the environment;

a controller to play back the pre-recorded sound; and

a speaker to reproduce the pre-recorded sound when the pre-recorded sound is played back.

14. The apparatus of claim 13, further including a user interface that enables a user to control the playing back of the pre-recorded sound, wherein the user interface is housed separately and can be disposed remotely from the speaker.

15. The apparatus of claim 14, wherein the user interface is a hand held unit.

16. The apparatus of claim 15, wherein the user interface is a touch pad including a plurality of buttons, wherein at least one of the plurality of buttons corresponds to a playing back of the pre-recorded sound.

17. The apparatus of claim 13, wherein the pre-recorded sound is a first pre-recorded sound, wherein the recording medium further stores a second pre-recorded sound that is recorded separately from the first pre-recorded sound and that simulates a second sound made by the animal species in the environment, and wherein the controller can play back the first and second pre-recorded sounds contemporaneously.

18. The apparatus of claim 17, further including means for combining at least a portion of the first pre-recorded sound with at least a portion of the second pre-

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means for storing a pre-recorded sound that simulates an environmental contact sound made by the animal species in the environment;

means for playing back the pre-recorded sound; and

means for reproducing the pre-recorded sound when the pre-recorded sound is played back.

26. A method of luring a member of an animal species to an area in an environment, the method comprising an act of:

(A) contemporaneously playing back first and second pre-recorded sounds that were recorded separately, and that respectively simulate first and second sounds made by the animal species in the environment.

2 ~~27.~~ The method of claim ~~26~~¹, wherein the act (A) includes acts of:
playing back the first and second pre-recorded sounds from a speaker positioned in the area; and

controlling the playing back of the first and second pre-recorded sounds from a controller that is housed separately and disposed remotely from the speaker.

3 ~~28.~~ The method of claim ~~27~~², wherein the act (A) includes an act of controlling the playing back of the first and second pre-recorded sounds from a hand-held controller.

29. The method of claim 26, wherein the first pre-recorded sound simulates the sound of a step taken by a member of the animal species, and wherein the method further includes an act of repeating the act (A) to simulate a sound of a member of the animal species walking.

30. The method of claim 29, further including an act of varying a volume at which the first pre-recorded sound is played back between repetitions to simulate a sound of the member of the animal species walking in a particular direction.

31. The method of claim 26, wherein the act (A) includes acts of:
providing an audio-recording medium having a plurality of audio messages recorded thereon, each audio message representing an animal sound, a first of the plurality of audio messages including the first pre-recorded sound and a second of the plurality of audio messages including the second pre-recorded sound;

receiving input from a user that identifies the first and second pre-recorded sounds for play-back; and

producing, from the first and second pre-recorded sounds, an output sound that simulates the first and second sounds made by the animal species in the environment.

7 32. The method of claim 31, further comprising acts of:
receiving a volume control signal; and
changing a volume of the output sound in accordance with the volume control signal.

8 33. The method of claim 31, further comprising an act of combining at least a portion of the first pre-recorded sound with at least a portion of the second pre-recorded sound to produce a combined output sound.

34. The method of claim 26, wherein the act (A) includes an act of playing back at least one of the first and second pre-recorded sounds from a recording of a sound actually made by the animal species.

12 35. The method of claim 26, wherein the act (A) includes an act of playing back at least one of the first and second pre-recorded sounds from a recording of a man-made sound.

36. An apparatus for luring a member of an animal species to an area in an environment, the apparatus comprising:
a recording medium storing first and second pre-recorded sounds that simulate first and second sounds made by the animal species in the environment;
a controller to play back the first and second pre-recorded sounds contemporaneously; and
a speaker to reproduce the first and second pre-recorded sounds when the first and second pre-recorded sounds are played back.

37. The apparatus of claim 36, further including a user interface that enables a user to control the playing back of the first and second pre-recorded sounds, wherein the user interface is housed separately and can be disposed remotely from the speaker.

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~~38.~~ The apparatus of claim ¹⁷~~37~~, wherein the user interface is a hand held unit.

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~~39.~~ The apparatus of claim ¹⁸~~38~~, wherein the user interface is a touch pad
5 including a plurality of buttons, wherein a first of the plurality of buttons corresponds to a playing back of the first pre-recorded sound and a second of the plurality of buttons corresponds to a playing back of the second pre-recorded sound.

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~~40.~~ The apparatus of claim ¹⁶~~36~~, further including means for combining at least
10 a portion of the first pre-recorded sound with at least a portion of the second pre-recorded sound to produce a combined output sound when the first and second pre-recorded sounds are played back contemporaneously.

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~~41.~~ The apparatus of claim ~~36~~, further including a volume control that
15 controls a volume at which the speaker reproduces the first and second pre-recorded sounds when the first and second pre-recorded sounds are played back.

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~~42.~~ The apparatus of claim ~~36~~, wherein the first pre-recorded sound simulates
20 an mixing sound made by the animal species in the environment and the second pre-recorded sound simulates one of a vocal sound made by the animal species and an animal-to-animal contact sound made by members of the animal species in the environment.

~~43.~~ The apparatus of claim ~~36~~, wherein the first pre-recorded sound simulates
25 the sound of a step taken by a member of the animal species, and wherein the controller can repeatedly play back the pre-recorded sound to simulate a sound of a member of the animal species walking.

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~~44.~~ The apparatus of claim ¹⁶~~36~~, wherein the controller includes means for
30 playing back the first and second pre-recorded sounds contemporaneously.

~~45.~~ The apparatus of claim ~~36~~, wherein at least one of the first and second pre-recorded sounds is recorded from a sound actually made by the animal species.

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